The
Learning
Company ™

Colorasaurus™

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ABOUT THE AUTHORS

For designers Rosette Costello and Jeannie Green, creating Colorasaurus was a synthesis of years of educational research, classroom experience and artistic design. Ms. Costello — freelance artist and early childhood specialist — became involved in educational software in order to integrate her background in art and education with computers. Ms. Green — curriculum planner and primary school teacher — wanted to give children a positive initial experience with computers. Ms. Costello earned her master's degree in reading and language from the University of California at Berkeley and is pursuing her Ph.D. in education at the same university. Ms. Green earned her undergraduate degree in political science from the University of California at Davis.

Colorasaurus

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Attn: Disk Return Dept.

CONTENTS

Crayon
CRAYONS

Different
Brilliant Colors

24 CRAYONS
EA. 3⅝ x ⁵⁄₁₆ IN.

WELCOME TO COLORASAURUS

Welcome to Colorasaurus, an enchanting world where you can explore colors and play hide and seek with dinosaurs. You also can color your own dinosaur. With Colorasaurus, you won't need paints or crayons or colored pencils to have fun with color. By playing the games you'll learn to match colors and remember them — even when they look almost alike. You'll get to hide dinosaurs and find them. You'll get to color a big dinosaur any way you like. You can mix colors together. You can make them lighter and darker, too. You'll see their world shake when you figure out the dinosaurs' secrets. Colorasaurus is like having a coloring book that you can use again and again.

TO PARENTS OR HELPERS

Colorasaurus is a fun-filled way for children to explore colors, improve color memory skills, and sharpen color discrimination skills.

The first two games in Colorasaurus increase in difficulty, so beginners may choose to play them in order. Children first learn to match colored dinosaurs to colored boxes, then they learn to find hidden dinosaurs by remembering colors. The last game can be played at any time. Here, children color a dinosaur and can experiment with mixing colors.

You may want to help your children learn to orient the joystick, to hold it so that the joystick pad is on approximately the same plane as the monitor screen, and to move the joystick lever and press the button. This program provides a comfortable environment where children can learn to use a joystick properly.

This manual is designed to be read by parents or helpers so that they can guide children who are learning to play the games. You may want to read the manual and play the games yourself before introducing them to children. Then, you can guide them as they play each game until they feel comfortable. With a little help at the beginning, children will be on their own for hours of fun.

 This symbol marks special hints which can help children with the games. To see what your children are learning, turn to THE LEARNING LIST on page 16.

GETTING STARTED

If you have a BASIC
cartridge in your com-
puter, you must remove
it to run this program.*

□ Make sure the joystick
  is connected to Port 1.

□ Turn the monitor on.

□ Turn the disk drive on
  and wait for the "busy"
  light to go off.

□ Put the Colorasaurus
  disk in the disk drive
  and close the door.

□ Turn your computer on.

After the title picture, you
will see the picture menu.
The menu lists the three
Colorasaurus games.
You can use the menu
to adjust your monitor
controls to obtain the
most distinct colors.
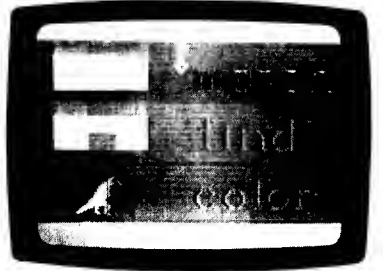
Beginning players will need to learn how to move the
cursor that looks like this: ◆

*If you have a 1200XL or 800XL, hold down the option key for the first few seconds
 while the program is booting.

HOW TO MOVE THE CURSOR

Use the joystick lever to move the cursor around. Hold the joystick so that when you move the lever, the cursor moves in the same direction. (For example, if you press the joystick lever to the right, the cursor on the screen should move to the right.)

HOW TO CHOOSE A GAME

To choose a game:

□ Move the cursor to the game you want. (A colored band will highlight the selected game as the cursor moves up and down.)

□ Press the button on the joystick.

If this is the first time you have played Colorasaurus, choose the first game, "Match." It's the easiest one to play.

1. MATCH

In this game, you match three dinosaurs to three color boxes.

2. FIND

In this game you match dinosaurs to their color boxes. Then the dinosaurs disappear and you try to find them again. You start with one dinosaur and end up with three.
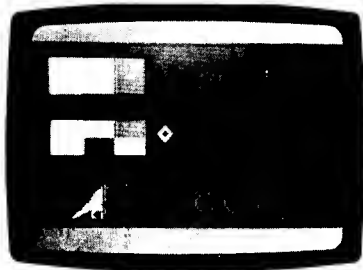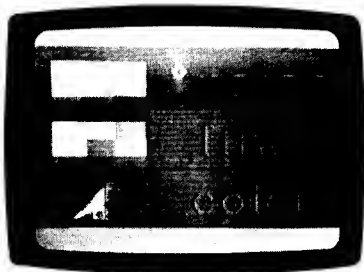
3. COLOR

In this game you color a dinosaur any way you like. There are three colors, plus white to lighten colors and black to darken them. The colors can be mixed, too.
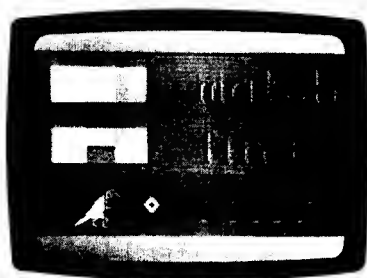
SOUND

To hear the sounds the dinosaurs make, turn your monitor's volume control up. If you want the dinosaurs to move quietly, turn the volume control down.

SPECIAL KEYS

| ? | Takes you to instructions. If you press | ? | from the menu, the instructions will tell you how to choose a game. Pressing | ? | during any game takes you to instructions for that game.

| START | Returns you to the menu to choose
or | another game. You can press | START |
| ESC | or | ESC | anytime to stop a game.

THE GAMES

1. MATCH

Put each dinosaur in the
matching color box.

□ Move the cursor to touch
   one of the dinosaurs.

□ Pick up the dinosaur by
   pressing the joystick
   button.

□ Move the dinosaur inside
   the box that matches its
   color.

□ Drop the dinosaur by pressing the joystick button.

If the colored dinosaur matches the color box, it will
stay put. If it doesn't match, the dinosaur will fall out of
the box. Then you can try again.

As you continue to play, the dinosaurs' colors will look
more and more alike. So take your time.

2. FIND

Put each dinosaur in its matching color box, then find it again.

□ Move the cursor to touch a dinosaur.

□ Pick up a dinosaur by pressing the joystick button.

□ Move the dinosaur inside the box that matches its color.

□ Drop the dinosaur by pressing the joystick button.
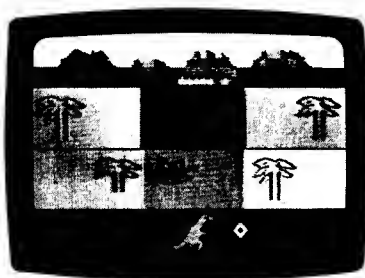
If the dinosaur matches the color box, it will disappear. If not, it will float out and you can pick it up again and try it in another box. When each dinosaur is in its matching color box, the boxes will spin.

Now try to find each
dinosaur.

□ Move the cursor inside
the box where you think
a dinosaur is hiding.

□ Press the joystick button.
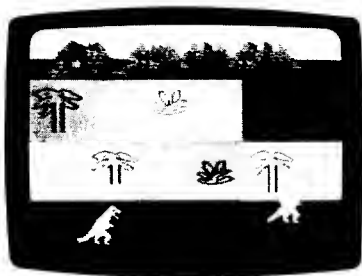
If a dinosaur is there, it
will appear. If it is not there,
each dinosaur will flash to show you where it is hiding.
Then the color boxes will spin once more and you can
try again.

It is not always easy for young children to
remember the color of each dinosaur's
box. It often helps if children label the
colors of each box. Colors might be called
"light blue," or "medium blue," or "dark blue." Or they
might be called "raspberry red" or "sunshine yellow." If
your children have trouble remembering the dinosaurs'
hiding places, you may help them label the colors of
each box.

3. COLORASAURUS

You can paint this dino-
saur any way you like.

□ Move the cursor to the
   paint pot you want.

□ Pick up some paint by
   pressing the joystick
   button.

□ Move the painted cursor
   to the part of the dino-
   saur you want to paint.

□ Drop the paint on the dinosaur by pressing the
   joystick button.

□ Move the cursor back to the paint pots for more paint.

Would you like to make a color lighter?

☐ Pick up some paint from the white paint pot.

☐ Move to the color on the dinosaur you want to make lighter.

☐ Press the joystick button. What happens when you press the button more than once?

To make a color darker:

☐ Pick up some paint from the black paint pot.

☐ Move to the color on the dinosaur you want to make darker.

☐ Press the joystick button. What happens when you press the button many times?

You can also create special colors:

☐ Pick up any color paint but black or white.

☐ Move to any color already on the dinosaur (but not black or white).

☐ Press the joystick button to put that color on top of the first color. What happens when you put *three* colors on top of each other? Try it!
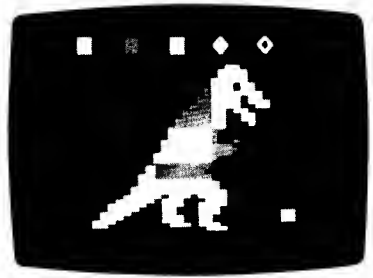
THE LEARNING LIST

In the primeval world of Colorasaurus, children experience color in delightful new ways and develop important skills in visual discrimination and memory. The first game provides three levels of difficulty — matching three dinosaurs first to primary colors, then to similar colors, and finally to shades of the same color — depending on the child's responses. The second game provides the same three levels of difficulty as children match first one, then two, then three dinosaurs to six possible colors and remember each match. The last game allows children to color a dinosaur and experiment with blending colors.
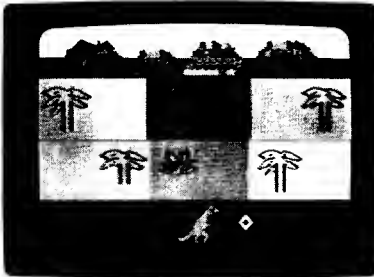
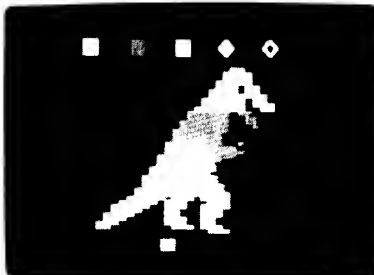| GAMES	CONCEPTS AND SKILLS PRESENTED

1. MATCH

- ☐ Matching colors.
- ☐ Discriminating among three shades of colors.

2. FIND

- ☐ Matching colors.
- ☐ Discriminating among six shades of colors.
- ☐ Improving visual color memory.
- ☐ Improving concentration skills.
- ☐ Labeling colors.

3. COLOR

- ☐ Making shades of colors.
- ☐ Blending colors.
- ☐ Improving exploratory learning skills.

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ADDITIONAL ACTIVITIES

PAINT SWATCH MATCHUP

Go to a hardware or paint store and choose three different paint swatch strips. You might choose one in red tones, one in blue tones, and one in yellow tones. Get two of each strip.

Take one strip and cut it apart. Keep the other strip intact. Match the cut pieces to the same color on the intact strip.

Encourage your child to give names to each of the colors on the strip. Then take your child on a color walk inside your home or outside and find things that have those same colors — chairs, pictures, sunsets, flowers, rainbows, etc.

PLAY DOUGH DINOSAURS

Children can make play dough dinosaurs and then color them with either watercolors or poster paints. They'll have their very own dinosaurs to play with.

Recipe for Play Dough:

   4 Cups flour
   1 Cup salt
   1-2/3 Cups water

Mix the above ingredients thoroughly, until the mixture has the consistency of clay. You may need to add more water little by little. The child can make dinosaurs from the dough. To keep the dough: wrap tightly in plastic and store in the refrigerator. (It may become sticky — simply add more flour.)

Once the dinosaurs are complete, bake at 300° for 2-3 hours. If the dinosaurs are very bulky, additional baking time may be needed.

COLORED WATER

Get several small clear plastic jars, and a box of food coloring. Fill each jar with water. Let the child put drops of food coloring in each jar, mixing colors as desired. Creating colors is fun for little children.

You can then freeze the water from the jars to make colored ice cubes. The child can watch them melt — either alone or in a jar of clear or colored water, or put two or more ice cubes together and watch what happens when they melt.

SPECIAL KEYS

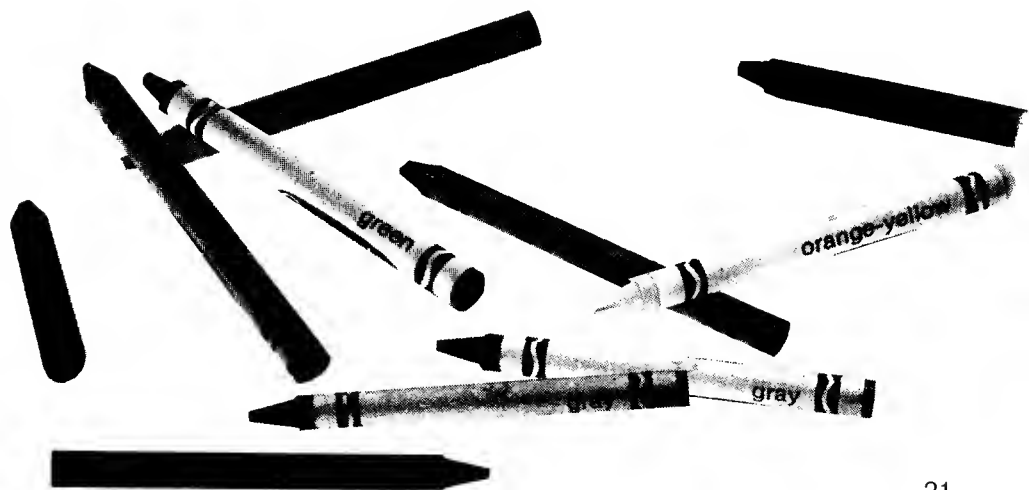| ? | Takes you to instructions. You can press ? any time. |

| START or ESC | Returns you to the menu. You can press START or ESC any time. |

| RETURN | Returns you to a game from game instructions. |

| SPACEBAR | Allows you to skip the opening music. |

MORE FROM THE LEARNING COMPANY

READING   ***JUGGLES' RAINBOW***   Children develop reading and math readiness skills by playing with dancing rainbows, butterflies and windmills. Ages 3-6.

READER RABBIT AND THE FABULOUS WORD FACTORY   A playful, mischievous character in a bustling factory will inspire children to develop pre-reading and early reading skills almost overnight. Ages 5-7.

WORD SPINNER   Reading becomes like a ride in an amusement park as children spin through the alphabet and learn the building blocks of reading — making three- and four-letter words. Ages 6-10.

MAGIC SPELLS   Children sharpen spelling skills through an adventure world of castles, demons and wizards. Ages 6-10.

MATH   ***BUMBLE GAMES***   With Bumble, a friendly creature from the planet Furrin, children learn fundamental math skills and create computer graphics. Ages 4-10.

BUMBLE PLOT   Children learn advanced math skills and create computer graphics by plotting positive and negative numbers. Ages 8-13.

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NUMBER STUMPER   In the electronic version of a classic 14th century game of chance, children learn to add and subtract and also develop abstract reasoning and strategic thinking skills. Ages 6-10.

LOGIC AND PROBLEM SOLVING   ***GERTRUDE'S SECRETS***   While solving playful puzzles with Gertrude, the go-getter goose, children develop logical thinking skills. Ages 4-10.

GERTRUDE'S PUZZLES   Children develop abstract thinking skills by solving complex logic puzzles in Gertrude's animated world. Ages 8-13.

MOPTOWN PARADE   Children learn thinking and problem-solving skills by strategically arranging colorful Moppet characters. Ages 6-10.

MOPTOWN HOTEL   In the fantasy world of Moptown, children learn to hypothesize and develop strategic thinking skills. Ages 9 and up.

ROCKY'S BOOTS   Learn the basics of computer logic and circuitry by designing machines using simulated logic elements. Play 39 games or create your own. Ages 5-7.

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